

LISTING OF THE CLAIMS:

The following is a complete listing of all the claims in the application, with an indication of the status of each:

- 1 1. (Previously presented) A system implementing a collaborative development
2 environment among a team of developers, comprising:
3 a data processing system which includes
4 a context manager that performs at least one of
5 creating a context,
6 adding a resource and a relationship to said context, and
7 deleting a resource and a relationship from said context;
8 a user control that enables a user to create a collaboration space, to
9 associate the collaboration space with a context, and to perform at least one of adding,
10 editing, and deleting a collaboration member in the collaboration space, said
11 collaboration space containing at least one of a role player and a discussion thread;
12 a monitor that captures a user action in a development environment and
13 determines a context associated with said user action; and
14 a viewer that displays in a graphical user interface display window content
15 of a collaboration space relevant to a current context, said current context including at
16 least one of role players, online status, e-meeting links, and discussion threads.
- 1 2. (Previously presented) The system in claim 1, wherein the user control, the monitor
2 and the viewer comprise a collaboration plugin to an integrated development environment
3 that provides a user with tools for use in the development environment, there being a
4 collaboration plugin for each user workstation.

1 3. (Previously presented) The system in claim 2, wherein the collaboration plugin allows
2 a first user to communicate with one or more other users and to gain access to resources
3 of the context in which said first user is working without said first user having to leave
4 said first user's development environment and without said first user having to switch to a
5 different collaboration application.

4-7. (Cancelled)

1 8. (Previously presented) A computer implemented method to support collaborative
2 development among a team of developers, comprising the steps of:
3 performing at least one of
4 creating a context in said data processing system,
5 adding a resource and a relationship to said context, and
6 deleting a resource and a relationship from said context;
7 enabling a user
8 to create a collaboration space,
9 to associate the collaboration space with a context, and
10 to perform at least one of adding, editing, and deleting a collaboration
11 member in the collaboration space, said collaboration space containing at least one of a
12 role player and a discussion thread;
13 capturing a user action in a development environment and determining a context
14 associated with said user action; and
15 displaying in a graphical user interface display window content of a collaboration
16 space relevant to a current developer context, said current developer context including at
17 least one of role players, online status, e-meeting links, and discussion threads.

1 9. (Previously presented) The method in claim 8, further comprising the step of allowing
2 a first user to communicate with one or more other users and to gain access to resources

3 in the context said first user is working in without said first user having to leave said first
4 user's development environment and without said first user having to switch to a different
5 collaboration application.

1 10. (Previously presented) The method in claim 8, wherein the steps of capturing and
2 displaying are implemented by a collaboration plugin to an integrated development
3 environment that provides a user with tools for use in the development environment,
4 there being a collaboration plugin for each user workstation.

11-13. (Cancelled)

1 14. (Currently amended) The method in claim 9, further comprising the steps of:
2 managing a life cycle of one or more collaboration spaces; and
3 directing collaborative operations to external collaboration servers, said
4 collaboration servers including one or more of an instant messaging server, a team
5 room server, and an e-meeting server.

1 15. (Previously presented) The system in claim 1, wherein the user control allows the
2 user to enable and disable context sensitivity and to open a collaboration space manually.

1 16. (Currently amended) The system in claim 1, wherein the user action includes user's
2 ~~actions include~~ at least one of editing a file, expanding a directory, and selecting a
3 pull-down menu.

1 17. (Previously presented) The system in claim 1, wherein said context is a project.

1 18. (Previously presented) The system in claim 1, further comprising a collaboration
2 manager for managing the life cycle of collaboration spaces and for directing

1 collaborative operations to external collaboration servers, said collaboration servers
2 including one or more of an instant messaging server, a team room server, and an
3 e-meeting server.

1 19. (Previously presented) The system in claim 18, wherein said collaboration manager
2 is operatively coupled with said collaboration plugins and said external collaboration
3 servers.

1 20. (Previously presented) The method of claim 8 further comprising the step of
2 allowing the user to enable and disable context sensitivity and to open a collaboration
3 space manually.

1 21. (Currently amended) The method of claim 8 wherein the user action includes user's
2 ~~actions include~~ at least one of editing a file, expanding a directory, and selecting a pull-
3 down menu.

1 22. (Previously presented) The method of claim 8 wherein said context is a project.

1 23. (Previously presented) The method of claim 8 further comprising the step of
2 managing the life cycle of collaboration spaces.